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1 [Auction-based resource reservation in 2.5/3G networks](#)

Manos Dramitinos, George D. Stamoulis, Costas Courcoubetis

December 2004 **Mobile Networks and Applications**, Volume 9 Issue 6**Publisher:** Kluwer Academic PublishersFull text available: pdf(560.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider UMTS networks in which users request services other than telephony that last for long time intervals: e.g., video clips that last for several minutes. The duration of network time-slots over which resource units are allocated is much shorter. This complicates consistent reservation of resources over longer time scales, where consistent reservation is required to ensure that service quality is constant throughout the entire service session. In this paper, we define an auction-based ...

Keywords: UMTS, auction, efficiency, resource reservation, utility

2 [MRSVP: a resource reservation protocol for an integrated services network with mobile hosts](#)

Anup Kumar Talukdar, B. R. Badrinath, Arup Acharya

January 2001 **Wireless Networks**, Volume 7 Issue 1**Publisher:** Kluwer Academic PublishersFull text available: pdf(259.27 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: integrated services, internet protocols, mobility, multimedia, quality of service, reservation protocol

3 [Multimedia over Wireless and Mobile Networks: Providing stochastic delay guarantees through channel characteristics based resource reservation in wireless network](#)

Prasanna Chaporkar, Saswati Sarkar

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia****Publisher:** ACM PressFull text available: pdf(185.43 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper is directed towards providing quality of service guarantees for transmission of multimedia traffic over wireless links. The quality of service guarantees require transmission of packets within prespecified deadlines. Oftentimes, bursty, location dependent channel errors preclude such deadline satisfaction leading to packet drop.

Wireless systems need resource reservation to limit such deadline violation related packet drop below acceptable thresholds. The resource reservation depends ...

Keywords: connection admission control, stochastic delay guarantees, wireless networks

4 Cluster reserves: a mechanism for resource management in cluster-based network servers

Mohit Aron, Peter Druschel, Willy Zwaenepoel

June 2000 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2000 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '00**, Volume 28 Issue 1

Publisher: ACM Press

Full text available:  pdf(975.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In network (e.g., Web) servers, it is often desirable to isolate the performance of different classes of requests from each other. That is, one seeks to achieve that a certain minimal proportion of server resources are available for a class of requests, independent of the load imposed by other requests. Recent work demonstrates how to achieve this performance isolation in servers consisting of a single, centralized node; however, achieving performance isolation in a distributed, cluster bas ...

5 Resource reservations in networked multimedia systems

Daniel Mossé

December 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 4

Publisher: ACM Press

Full text available:  pdf(250.56 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

6 Asymptotic resource consumption in multicast reservation styles

Danny J. Mitzel, Scott Shenker

October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94**, Volume 24 Issue 4

Publisher: ACM Press

Full text available:  pdf(881.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The goal of network design is to meet the needs of resident applications in an efficient manner. Adding real-time service and point-to-multipoint multicast routing to the Internet's traditional point-to-point best effort service model will greatly increase the Internet's efficiency in handling point-to-multipoint real-time applications. Recently, the RSVP resource reservation protocol has introduced the concept of "reservation styles", which control how reservations are aggregated ...

7 Resource management with hoses: point-to-cloud services for virtual private networks

N. G. Duffield, Pawan Goyal, Albert Greenberg, Partho Mishra, K. K. Ramakrishnan, Jacobus E. van der Merwe

October 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 5

Publisher: IEEE Press

Full text available:  pdf(425.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As IP technologies providing both tremendous capacity and the ability to establish dynamic security associations between endpoints emerge, virtual private networks (VPNs) are going through dramatic growth. The number of endpoints per VPN is growing and the communication pattern between endpoints is becoming increasingly hard to predict. Consequently, users are demanding dependable, dynamic connectivity between

endpoints, with the network expected to accommodate any traffic matrix, as long as the ...

Keywords: point-to-cloud, point-to-multipoint, quality of service, service level agreements

8 Resource allocation scheme for QoS provisioning in microcellular networks carrying multimedia traffic

Anna Hać, Abhinay Armstrong

September 2001 **International Journal of Network Management**, Volume 11 Issue 5

Publisher: John Wiley & Sons, Inc.

Full text available:  [pdf\(393.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose a new resource allocation scheme based on the concept of resource reservation and resource renegotiation. The new scheme is aimed at improving performance with regard to new call blocking rate, handoff dropping rate, forced call termination rate, and average bandwidth use. We compare our scheme with other schemes. The performance is evaluated by using simulation. Copyright © 2001 John Wiley & Sons, Ltd.

9 Resource aggregation for fault tolerance in integrated services networks



Constantinos Dovrolis, Parameswaran Ramanathan

April 1998 **ACM SIGCOMM Computer Communication Review**, Volume 28 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

For several real-time applications it is critical that the failure of a network component does not lead to unexpected termination or long disruption of service. In this paper, we propose a scheme called RAFT (Resource Aggregation for Fault Tolerance) that guarantees recovery in a timely and resource-efficient manner. RAFT is presented in the framework of the Reliable Back-bone (RBone), a virtual network layered on top of an integrated services network. Applications can request fault tolerance ag ...

10 Admission control and resource reservation on the internet



Christian Vogt

May 2002 **ACM SIGSOFT Software Engineering Notes**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Software engineers used to have a hard time developing real-time and interactive Web applications, Most of such software requires high and stable throughput, a prerequisite which the Internet's best-effort service does not provide. Hence, a large body of effort has recently gone, and is currently going, into modifications to the Internet architecture. Software engineers should closely monitor this research, and leverage new technologies to build applications that get the most from the Web. This s ...

Keywords: Common Open Policy Service (COPS), DiffServ, IntServ, Resource Reservation Protocol (RSVP), Subnet Bandwidth Manager (SBM), endpoint admission control, measurement-based admission control, parameter-based admission control

11 A flexible model for resource management in virtual private networks



N. G. Duffield, Pawan Goyal, Albert Greenberg, Partho Mishra, K. K. Ramakrishnan, Jacobus E. van der Merive

August 1999 **ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '99**, Volume 29 Issue 4

Publisher: ACM Press

Additional Information:

Full text available:  pdf(1.67 MB)[full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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12 Computer networks: Resource allocation and QoS in mobile ad hoc networks

Hussein Ali, Mohammad Inayatullah, Shmuel Rotenstreich

June 2004 **Proceedings of the 2004 international symposium on Information and communication technologies ISICT '04****Publisher:** Trinity College DublinFull text available:  pdf(70.39 KB)Additional Information: [full citation](#), [abstract](#), [references](#)

Quality of Service support in MANET is a challenging and difficult due to the dynamic nature of the ad hoc network, nodes may leave, and join the network or move around at anytime. In order to support certain level of service quality, a mechanism for resources allocations/reservation has to be implemented to provide the needed assurance for the desired level of quality. However, in such a mobile environment (unlike networks with fixed topology), no service guarantee can be assured by any reservation ...

13 A resource estimation and call admission algorithm for wireless multimedia networks using the shadow cluster concept

David A. Levine, Ian F. Akyildiz, Mahmoud Naghshineh

February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1**Publisher:** IEEE PressFull text available:  pdf(450.43 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: active mobile probability, call admission, resource allocation, shadow cluster

14 The shadow cluster concept for resource allocation and call admission in ATM-based wireless networks

David A. Levine, Ian F. Akyildiz, Mahmoud Naghshineh

December 1995 **Proceedings of the 1st annual international conference on Mobile computing and networking****Publisher:** ACM PressFull text available:  pdf(924.16 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: active mobile probability, call admission, resource allocation, shadow cluster

15 Architecture and experimental results for quality of service in mobile networks using RSVP and CBQ

Indu Mahadevan, Krishna M. Sivalingam

May 2000 **Wireless Networks**, Volume 6 Issue 3**Publisher:** Kluwer Academic PublishersFull text available:  pdf(262.65 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Efforts are underway to enhance the Internet with Quality of Service (QoS) capabilities for transporting real-time data. The issue of wireless networks and mobile hosts being able to support applications that require QoS has become very

significant. The ReSerVation Protocol &rspar;RSVP) provides a signaling mechanism for end‐to‐end QoS negotiation. RSVP has been designed to work with wired networks. To make RSVP suitable for wireless networks, changes need to be ...

16 Papers: YESSIR: a simple reservation mechanism for the Internet



Ping Pan, Henning Schulzrinne

April 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(1.23 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

RSVP has been designed to support resource reservation in the Internet. However, it has two major problems: complexity and scalability. The former results in large message processing overhead at end systems and routers, and inefficient firewall processing at the edge of the network. The latter implies that in a backbone environment, the amount of bandwidth consumed by refresh messages and the storage space that is needed to support a large number of flows at a router are too large. We have devel ...

17 An architecture for QoS guarantees and routing in wireless/mobile networks



Indu Mahadevan, Krishna M. Sivalingam

October 1998 **Proceedings of the 1st ACM international workshop on Wireless mobile multimedia**

Publisher: ACM Press

Full text available: pdf(1.09 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 An efficient primary-segmented backup scheme for dependable real-time communication in multihop networks

Krishna Phani Gummadi, Madhavarapu Jnana Pradeep, C. Siva Ram Murthy

February 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 1

Publisher: IEEE Press

Full text available: pdf(606.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Several distributed real-time applications (e.g., medical imaging, air traffic control, and video conferencing) demand hard guarantees on the message delivery latency and the recovery delay from component failures. As these demands cannot be met in traditional datagram services, special schemes have been proposed to provide timely recovery for real-time communications in multihop networks. These schemes reserve additional network resources (spare resources) *a priori* along a backup channel ...

Keywords: backup channel, backup multiplexing, dependable connection, multihop network, primary channel, quality-of-service (QoS), real-time communication, resource reservation protocol (RSVP), segmented backup

19 Adaptive resource management algorithms for indoor mobile computing environments



Songwu Lu, Vaduvur Bharghavan

August 1996 **ACM SIGCOMM Computer Communication Review, Conference proceedings on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '96**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(299.22 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Emerging indoor mobile computing environments seek to provide a user with an advanced set of communication-intensive applications, which require sustained quality of service in the presence of wireless channel error, user mobility, and scarce available resources. In this paper, we investigate two related approaches for the management of critical networking resources in indoor mobile computing environments:• adaptively re-

adjusting the quality of service within pre-negotiated bounds in o ...

20 VirtualClock: a new traffic control algorithm for packet-switched networks



Lixia Zhang

May 1991 **ACM Transactions on Computer Systems (TOCS)**, Volume 9 Issue 2

Publisher: ACM Press

Full text available: pdf(1.76 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

One of the challenging research issues in building high-speed packet-switched networks is how to control the transmission rate of statistical data flows. This paper describes a new traffic control algorithm, VirtualClock, for high-speed network applications. VirtualClock monitors the average transmission rate of statistical data flows and provides every flow with guaranteed throughput and low queueing delay. It provides firewall protection among individual flows, as in a TD ...

Keywords: data traffic control, performance guarantee, rate-based flow-control algorithms, statistical multiplexing, time-division-multiplexing

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1 [Cluster reserves: a mechanism for resource management in cluster-based network servers](#)

Mohit Aron, Peter Druschel, Willy Zwaenepoel

 June 2000 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2000 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '00**, Volume 28 Issue 1

Publisher: ACM Press

Full text available: [pdf\(975.49 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In network (e.g., Web) servers, it is often desirable to isolate the performance of different classes of requests from each other. That is, one seeks to achieve that a certain minimal proportion of server resources are available for a class of requests, independent of the load imposed by other requests. Recent work demonstrates how to achieve this performance isolation in servers consisting of a single, centralized node; however, achieving performance isolation in a distributed, cluster bas ...

2 [MRSVP: a resource reservation protocol for an integrated services network with mobile hosts](#)

Anup Kumar Talukdar, B. R. Badrinath, Arup Acharya

January 2001 **Wireless Networks**, Volume 7 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(259.27 KB\)](#)
 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: integrated services, internet protocols, mobility, multimedia, quality of service, reservation protocol

3 [Managing energy and server resources in hosting centers](#)

Jeffrey S. Chase, Darrell C. Anderson, Prachi N. Thakar, Amin M. Vahdat, Ronald P. Doyle

 October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles SOSP '01**, Volume 35 Issue 5

Publisher: ACM Press

Full text available: [pdf\(1.61 MB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Internet hosting centers serve multiple service sites from a common hardware base. This paper presents the design and implementation of an architecture for resource management in a hosting center operating system, with an emphasis on *energy* as a driving resource management issue for large server clusters. The goals are to provision

server resources for co-hosted services in a way that automatically adapts to offered load, improve the energy efficiency of server clusters by dynamically res ...

4 Cluster resource management: Resource overbooking and application profiling in shared hosting platforms



Bhuvan Urgaonkar, Prashant Shenoy, Timothy Roscoe

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Publisher: ACM Press

Full text available: pdf(2.00 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper, we present techniques for provisioning CPU and network resources in shared hosting platforms running potentially antagonistic third-party applications. The primary contribution of our work is to demonstrate the feasibility and benefits of overbooking resources in shared platforms, to maximize the platform yield: the revenue generated by the available resources. We do this by first deriving an accurate estimate of application resource needs by profiling applications on dedicated no ...

5 Multipoint audio and video control for packet-based multimedia conferencing



F. Gong

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(979.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the advent of broadband integrated services data network (B-ISDN) technologies such as Asynchronous Transfer Mode (ATM) networks, packet-based multimedia (e.g., live audio and video, animation, and text) conferencing is becoming a viable means for achieving virtual proximity, which enables us to overcome the physical separation in space and time and to interact more effectively in our science and engineering endeavors. To bring about the reality of virtual proximity, many technical iss ...

6 Multimedia over Wireless and Mobile Networks: Providing stochastic delay guarantees through channel characteristics based resource reservation in wireless network



Prasanna Chaporkar, Saswati Sarkar

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**

Publisher: ACM Press

Full text available: pdf(185.43 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper is directed towards providing quality of service guarantees for transmission of multimedia traffic over wireless links. The quality of service guarantees require transmission of packets within prespecified deadlines. Oftentimes, bursty, location dependent channel errors preclude such deadline satisfaction leading to packet drop. Wireless systems need resource reservation to limit such deadline violation related packet drop below acceptable thresholds. The resource reservation depends ...

Keywords: connection admission control, stochastic delay guarantees, wireless networks

7 RSVP extensions for real-time services in hierarchical mobile IPv6



Nen-Fu Huang, Whai-En Chen

December 2003 **Mobile Networks and Applications**, Volume 8 Issue 6

Publisher: Kluwer Academic Publishers

Full text available: pdf(416.82 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Mobile IPv6 (MIPv6) provides many great features, such as sufficient addressing space, mobility, and security; MIPv6 is one of the most important protocols for next generation mobile Internet. Simultaneously, with the rapid improvement of wireless technologies, the real-time multi-media IP services such as video on demand,

videoconference, interactive games, IP telephony and video IP phone will be delivered in the near future. Thus, to furnish accurate QoS for real-time services is one of th ...

Keywords: QoS and real-time services, RSVP, hierarchical MIPv6

8 Integrated service mobile internet: RSVP over mobile IPv4&6

Shing-Jiuan Leu, Ruay-Shiung Chang

December 2003 **Mobile Networks and Applications**, Volume 8 Issue 6

Publisher: Kluwer Academic Publishers

Full text available:  pdf(200.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

While the Internet keeps its penetration into every facet of life and every corner of the globe, two things stand out. One is the hunger for high quality of services to convey audio and video data. The other is the desire for ubiquitous connections. Combining the two we have an Internet that is capable of supporting multimedia communications for nomadic users on the move. To have a high quality connection, resource must be allocated along the connection path. The current Internet standard for re ...

Keywords: mobile internet protocol, quality of service, resource reSerVation protocol

9 An efficient primary-segmented backup scheme for dependable real-time communication in multihop networks

Krishna Phani Gummadi, Madhavarapu Jnana Pradeep, C. Siva Ram Murthy

February 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 1

Publisher: IEEE Press

Full text available:  pdf(606.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Several distributed real-time applications (e.g., medical imaging, air traffic control, and video conferencing) demand hard guarantees on the message delivery latency and the recovery delay from component failures. As these demands cannot be met in traditional datagram services, special schemes have been proposed to provide timely recovery for real-time communications in multihop networks. These schemes reserve additional network resources (spare resources) *a priori* along a backup channel ...

Keywords: backup channel, backup multiplexing, dependable connection, multihop network, primary channel, quality-of-service (QoS), real-time communication, resource reservation protocol (RSVP), segmented backup


10 Metascheduling for continuous media



David P. Anderson

August 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.64 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Next-generation distributed systems will support continuous media (digital audio and video) in the same framework as other data. Many applications that use continuous media need guaranteed end-to-end performance (bounds on throughput and delay). To reliably support these requirements, system components such as CPU schedulers, networks, and file systems must offer performance guarantees. A metascheduler coordinates these components, negotiating end-to-end gu ...

Keywords: multimedia, resource management

11

Report on the 5th IFIP international workshop on quality of service (IWQOS'97)

Oguz Angin, Andrew T. Campbell, Lai-Tee Cheok, Raymond R-F Liao, Koon-Seng Lim, Klara



Nahrstedt

July 1997 **ACM SIGCOMM Computer Communication Review**, Volume 27 Issue 3**Publisher:** ACM PressFull text available: pdf(1.86 MB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper presents a summary of the fifth International Workshop on Quality of Service (IWQOS) which was held at Columbia University in May 1997. The goal of this three-day meeting was to foster interaction between researchers active in the area of Quality of Service(QOS) research, to reflect on past experiences and lessons learnt, and to discuss future QOS challenges. To reflect this goal, this year's workshop included a hot program made up of (i) a keynote address on "Programming Telecommunic ...

12 Resource sharing for book-ahead and instantaneous-request calls

Albert G. Greenberg, R. Srikant, Ward Whitt

February 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 1**Publisher:** IEEE PressFull text available: pdf(346.03 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: advance reservation, book-ahead calls, integrated services networks, link partitioning, loss networks, quality of service, video teleconferencing

13 A packet-switched multimedia conferencing system

Eve Schooler, Stephen Casner

January 1989 **ACM SIGOIS Bulletin**, Volume 10 Issue 1**Publisher:** ACM PressFull text available: pdf(689.43 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)**14 A routing architecture for mobile integrated services networks**

Shree Murthy, J. J. Garcia-Luna-Aceves

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4**Publisher:** Kluwer Academic PublishersFull text available: pdf(272.02 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A drawback of the conventional Internet routing architecture is that its route computation and packet forwarding mechanisms are poorly integrated with congestion control mechanisms. Any datagram offered to the network is accepted; routers forward packets on a best-effort basis and react to congestion only after the network resources have already been wasted. A number of proposals improve on this to support multimedia applications; a promising example is the Integrated Services Packet Network ...

15 Technical papers: A receiver based protecting protocol for wireless multi-hop networks

Emma Carlson, Martin Kubisch, Dániel Hollós

October 2005 **Proceedings of the 2nd ACM international workshop on Performance evaluation of wireless ad hoc, sensor, and ubiquitous networks PE-WASUN '05****Publisher:** ACM PressFull text available: pdf(239.34 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Nowadays most medium access protocols designed for wireless ad hoc networks are based on collision avoidance strategies like the CSMA/CA based IEEE 802.11 protocol. But these types of protocols are not designed for multi-hop scenarios -- the efficiency of the channel utilization is too low which results in, among others, large packet delays. One popular approach to increase the channel utilization is to reserve time slots along a transmission path, thus having a scheduled access. However, a major

Keywords: JamTDMA, protocol, receiver protection, reservation protocol, wireless multi-hop networks

16 Reliability constrained routing in QoS networks



Anirban Chakrabarti, G. Manimaran

June 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(459.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The issue of handling network failures is becoming increasingly important. In this paper, we address the problem of constrained routing by treating reliability as one of the QoS requirements. The problem is to create a feasible path from a given node to the destination such that the bandwidth and reliability requirements of the path are satisfied and the cost of the path is minimized (Reliability Constrained Least Cost Routing Problem). To solve the problem, we propose an approach which employs a ...

Keywords: constrained routing, fault-tolerant routing, multicasting, resource reservation

17 Asymptotic resource consumption in multicast reservation styles



Danny J. Mitzel, Scott Shenker

October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(881.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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18 Adaptive resource management algorithms for indoor mobile computing environments



Songwu Lu, Vaduvur Bharghavan

August 1996 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '96**, Volume 26 Issue 4

Publisher: ACM Press

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19 Mobile games: Lightweight QoS-support for networked mobile gaming



Marcel Busse, Bernd Lamparter, Martin Mauve, Wolfgang Effelsberg

August 2004 **Proceedings of 3rd ACM SIGCOMM workshop on Network and system support for games NetGames '04**

Publisher: ACM Press

Full text available: pdf(296.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present an approach to provide Quality of Service (QoS) for networked mobile gaming. In order to examine the QoS requirements of mobile games, we ported a simple real-time game called GAV (GPL Arcade Volleyball) to a PDA and performed several traffic measurements over both GPRS and UMTS networks. We show that due to high end-to-end delay and delay jitter, real-time games are not supported by GPRS. While UMTS improves both delay and jitter, it still does not match the requiremen ...

Keywords: QoS-support, admission control, flow aggregation, mobile gaming, queuing systems, resource reservation

20 Cluster resource management: Integrated resource management for cluster-based Internet services



Kai Shen, Hong Tang, Tao Yang, Lingkun Chu

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Publisher: ACM Press

Full text available: [pdf\(1.73 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Client request rates for Internet services tend to be bursty and thus it is important to maintain efficient resource utilization under a wide range of load conditions. Network service clients typically seek services interactively and maintaining reasonable response time is often imperative for such services. In addition, providing differentiated service qualities and resource allocation to multiple service classes can also be desirable at times. This paper presents an integrated resource managem ...

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